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1 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: ⎁ pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

> Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: ⎁ pdf(17.65 MB)   Additional Information: full citation, abstract

> This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

3 Visualizing geospatial data
Theresa Marie Rhyne, Alan MacEachren, Theresa-Marie Rhyne
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: ⎁ pdf(14.01 MB)   Additional Information: full citation, abstract

> This course reviews concepts and highlights new directions in GeoVisualization. We review four levels of integrating geospatial data and geographic information systems (GIS) with

scientific and information visualization (VIS) methods. These include:• Rudimentary: minimal data sharing between the GIS and Vis systems• Operational: consistency of geospatial data• Functional: transparent communication between the GIS and Vis systems• Merged: one comprehensive toolkit environmentW ...

4 Performance animation and motion quality: AER: aesthetic exploration and refinement for expressive character animation

Michael Neff, Eugene Fiume

July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Publisher: ACM Press

Full text available: pdf(1.02 MB)   Additional Information: full citation, abstract, references, index terms

Our progress in the problem of making animated characters move expressively has been slow, and it persists in being among the most challenging in computer graphics. Simply attending to the low-level motion control problem, particularly for physically based models, is very difficult. Providing an animator with the tools to imbue character motion with broad expressive qualities is even more ambitious, but it is clear it is a goal to which we must aspire. Part of the problem is simply finding the r ...

5 Seeing, hearing, and touching: putting it all together

Brian Fisher, Sidney Fels, Karon MacLean, Tamara Munzner, Ronald Rensink

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.64 MB)   Additional Information: full citation

6 Expressive speech-driven facial animation

Yong Cao, Wen C. Tien, Petros Faloutsos, Frédéric Pighin

October 2005 **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: pdf(16.91 MB)   Additional Information: full citation, abstract, references, index terms

Speech-driven facial motion synthesis is a well explored research topic. However, little has been done to model expressive visual behavior during speech. We address this issue using a machine learning approach that relies on a database of speech-related high-fidelity facial motions. From this training set, we derive a generative model of expressive facial motion that incorporates emotion control, while maintaining accurate lip-synching. The emotional content of the input speech can be manually s ...

Keywords: Facial animation, expression synthesis, independent component analysis, lip synching

7 Motion texture: a two-level statistical model for character motion synthesis

Yan Li, Tianshu Wang, Heung-Yeung Shum

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(5.06 MB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper, we describe a novel technique, called motion texture, for synthesizing complex human-figure motion (e.g., dancing) that is statistically similar to the original

motion captured data. We define motion texture as a set of motion textons and their distribution, which characterize the stochastic and dynamic nature of the captured motion. Specifically, a motion texton is modeled by a linear dynamic system (LDS) while the texton distribution is represented by a transition matrix indicat ...

Keywords: linear dynamic systems, motion editing, motion synthesis, motion texture, texture synthesis

8 Animation: Statistical synthesis of facial expressions for the portrayal of emotion

Lisa Gralewski, Neill Campbell, Barry Thomas, Colin Dalton, David Gibson, University of Bristol

June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '04**

Publisher: ACM Press

Full text available: pdf(907.19 KB)   Additional Information: full citation, abstract, references, index terms

This paper presents a novel technique for the generation of 'video textures' to display human emotion. This is achieved by a method which uses existing video footage to synthesise new sequences of coherent facial expression and head motions.An '*expression space*' which is defined by sets of emotion models is constructed using principal components analysis (PCA) and the application of an auto-regressive process (ARP). Using this expression space a tool has been developed which enables this ...

Keywords: emotion, image based rendering, modelling, principal components analysis, self organising maps, synthesis

9 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB)   Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

10 Curriculum 68: Recommendations for academic programs in computer science: a report of the ACM curriculum committee on computer science

William F. Atchison, Samuel D. Conte, John W. Hamblen, Thomas E. Hull, Thomas A. Keenan, William B. Kehl, Edward J. McCluskey, Silvio O. Navarro, Werner C. Rheinboldt, Earl J. Schweppe, William Viavant, David M. Young

March 1968 **Communications of the ACM**, Volume 11 Issue 3

Publisher: ACM Press

Full text available: pdf(6.63 MB)   Additional Information: full citation, references, citings

Keywords: computer science academic programs, computer science bibliographies, computer science courses, computer science curriculum, computer science education,

computer science graduate programs, computer science undergraduate programs

11 Trainable videorealistic speech animation

Tony Ezzat, Gadi Geiger, Tomaso Poggio

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques SIGGRAPH '02**, Volume 21 Issue 3

Publisher: ACM Press

Full text available: pdf(524.89 KB)   Additional Information: full citation, abstract, references, citings, index terms

We describe how to create with machine learning techniques a generative, speech animation module. A human subject is first recorded using a videocamera as he/she utters a predetermined speech corpus. After processing the corpus automatically, a visual speech module is learned from the data that is capable of synthesizing the human subject's mouth uttering entirely novel utterances that were not recorded in the original video. The synthesized utterance is re-composited onto a background sequence ...

Keywords: facial animation, facial modeling, lip synchronization, morphing, optical flow, speech synthesis

12 Shape & motion: Automated extraction and parameterization of motions in large data sets

Lucas Kovar, Michael Gleicher

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(706.30 KB)   Additional Information: full citation, abstract, references, citings, index
mov(24:47 MIN)   terms

Large motion data sets often contain many variants of the same kind of motion, but without appropriate tools it is difficult to fully exploit this fact. This paper provides automated methods for identifying logically similar motions in a data set and using them to build a continuous and intuitively parameterized space of motions. To find logically similar motions that are numerically dissimilar, our search method employs a novel distance metric to find "close" motions and then uses them as inter ...

Keywords: motion capture, motion databases, motion synthesis

13 A multimodal learning interface for grounding spoken language in sensory perceptions

Chen Yu, Dana H. Ballard

July 2004 **ACM Transactions on Applied Perception (TAP)**, Volume 1 Issue 1

Publisher: ACM Press

Full text available: pdf(1.73 MB)   Additional Information: full citation, abstract, references, index terms

We present a multimodal interface that learns words from natural interactions with users. In light of studies of human language development, the learning system is trained in an unsupervised mode in which users perform everyday tasks while providing natural language descriptions of their behaviors. The system collects acoustic signals in concert with user-centric multisensory information from nonspeech modalities, such as user's perspective video, gaze positions, head directions, and hand moveme ...

Keywords: Multimodal learning, cognitive modeling, multimodal interaction

14 <u>VRML history: storing and browsing temporal 3D-worlds</u>   ■
Hartmut Luttermann, Manfred Grauer
February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**
Publisher: ACM Press
Full text available: 📄 <u>pdf(3.31 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: VRML, data modeling, data visualization, spatio-temporal data

15 <u>Voice puppetry</u>   ■
Matthew Brand
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press/Addison-Wesley Publishing Co.
Full text available: 📄 <u>pdf(1.82 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Keywords: computer vision and audition, control, facial animation, learning, lip-syncing

16 <u>DISSERTATIONS: ABSTRACTS OF INTEREST</u>   ■
Susanne M. Humphrey, Ben Shneiderman
April 1992 **ACM SIGCHI Bulletin**, Volume 24 Issue 2
Publisher: ACM Press
Full text available: 📄 <u>pdf(2.16 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>

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17 <u>User interfaces: semantic tagging: Visualizing tags over time</u>   ■
Micah Dubinko, Ravi Kumar, Joseph Magnani, Jasmine Novak, Prabhakar Raghavan, Andrew Tomkins
May 2006 **Proceedings of the 15th international conference on World Wide Web WWW '06**
Publisher: ACM Press
Full text available: 📄 <u>pdf(331.12 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

We consider the problem of visualizing the evolution of tags within the Flickr (flickr.com) online image sharing community. Any user of the Flickr service may append a tag to any photo in the system. Over the past year, users have on average added over a million tags each week. Understanding the evolution of these tags over time is therefore a challenging task. We present a new approach based on a characterization of the most interesting tags associated with a sliding interval of time. An animat ...

Keywords: Flickr, interval covering, social media, tags, temporal evolution, visualization

18

Technical contributions: Roster of programming languages for 1973

Jean E. Sammet
November 1974 **ACM SIGPLAN Notices**, Volume 9 Issue 11
Publisher: ACM Press
Full text available: pdf(1.62 MB)   Additional Information: full citation

19 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes GRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB)   Additional Information: full citation, abstract

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

20 Systems II: An analysis of a large scale habitat monitoring application

Robert Szewczyk, Alan Mainwaring, Joseph Polastre, John Anderson, David Culler
November 2004 **Proceedings of the 2nd international conference on Embedded networked sensor systems**
Publisher: ACM Press
Full text available: pdf(1.22 MB)   Additional Information: full citation, abstract, references, index terms

Habitat and environmental monitoring is a driving application for wireless sensor networks. We present an analysis of data from a second generation sensor networks deployed during the summer and autumn of 2003. During a 4 month deployment, these networks, consisting of 150 devices, produced unique datasets for both systems and biological analysis. This paper focuses on nodal and network performance, with an emphasis on lifetime, reliability, and the the static and dynamic aspects of single an ...

Keywords: application analysis, habitat monitoring, implementation, long-lived systems, microclimate monitoring, network architecture, sensor networks

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